Title: PROGRAM DEVELOPMENT METHOD, PROGRAM DEVELOPMENT APPARATUS, STORAGE MEDIUM STORING PROGRAM DEVELOPMENT PROGRAM AND PROGRAM DEVELOPMENT PROGRAM
Inventor(s): Kenji NUMATA
DOCKET NO.: 045054/0135

EPO - DG 1 09. 12. 2000 (0912)

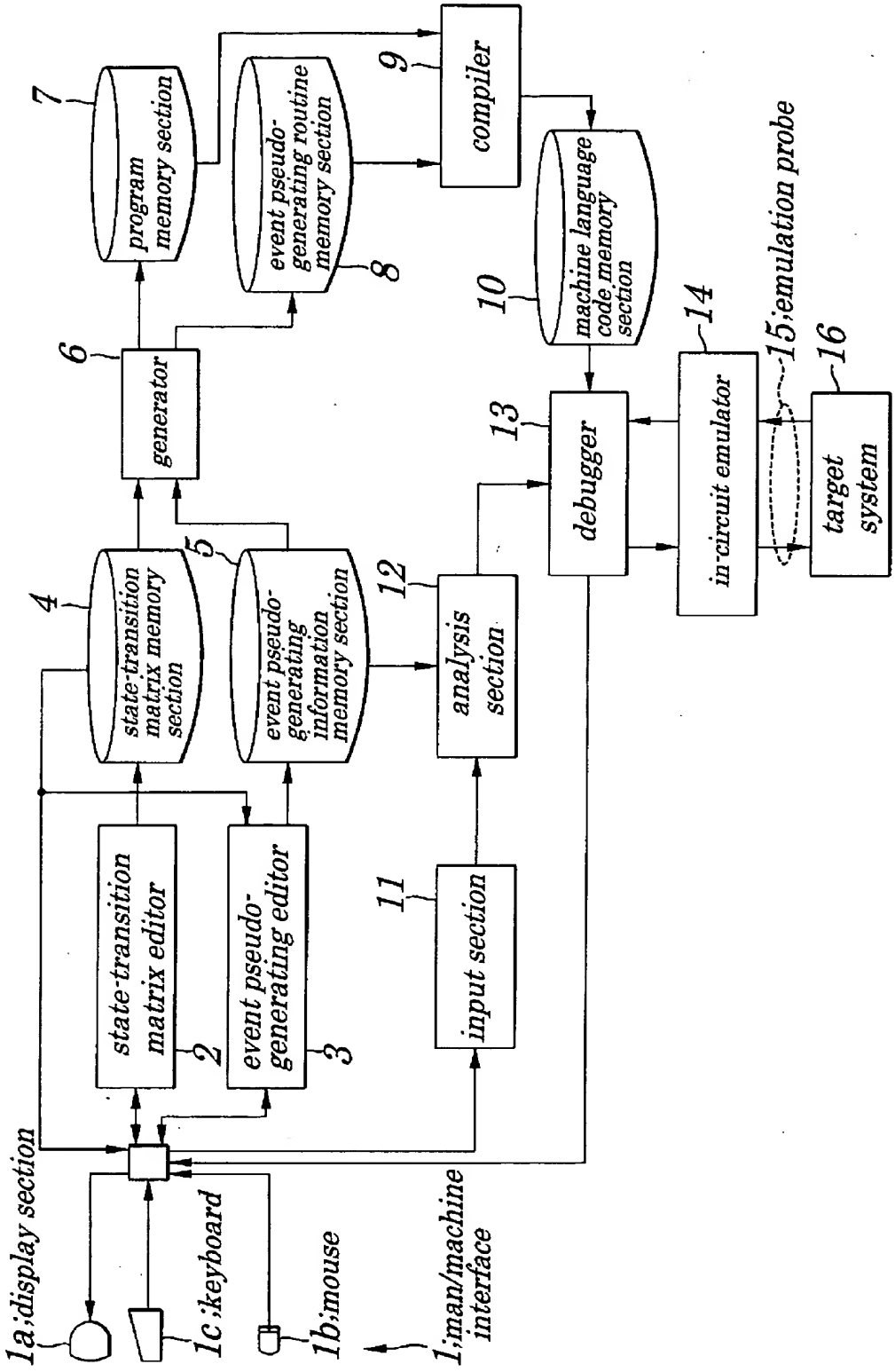

FIG. 1

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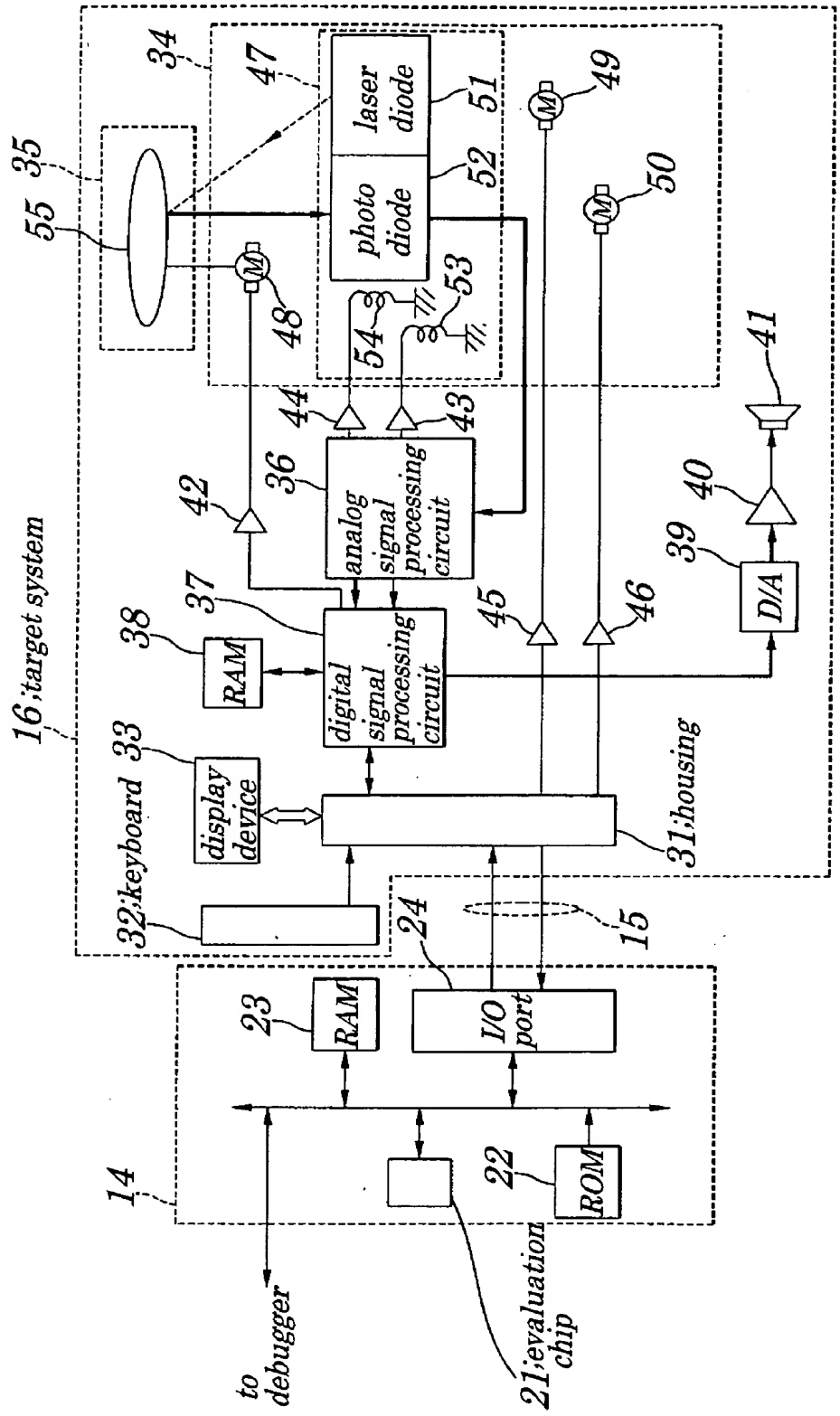

FIG.2

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FIG.3

			stopping	tray opening	TOC reading	time code displaying	moving to first music	moving to second music	reproducing
		E\S	1	2	3	4	5	6	7
tray key input		1	T motor: clockwise ON	T motor; counterclockwise ON ⇒ -	X	X	X	X	X
S1:OFF→ON		2	T motor: OFF ⇒tray opening	/	X	X	X	X	X
S1:OFF→ON		3	/	T motor:OFF F motor:ON TOC reading ⇒ TOC reading	/	/	/	/	/
TOC input	OK	4	/	/	F motor:OFF time code display ⇒time code displaying	/	/	/	/
	NG	5	/	/	F motor:OFF ⇒ stopping	/	/	/	/
search key input		6	/	/	/	F motor:ON search process to first music ⇒ moving to first music	search process to second music ⇒ moving to second music	X	X
play key input		7	/	X	X	X	X	reproducing process ⇒ reproducing	/
stop key input		8	/	/	/	X	X	X	F motor:OFF stopping process ⇒stopping

FIG.4

```
rcv_msg(ReceiveEvent, KEY_MSG);
if(ReceiveEvent == PLAY_KEY)
{
        reproducing process
}
else if(ReceiveEvent == STOP_KEY)
{
stopping process
}
```

FIG.5

```
if(FakeEvent == EVENT_KEY_PLAY)
{
        SendEvent = PLAY_KEY;
        snd_msg(KEY_MSG, SendEvent);
}
else if(FakeEvent == EVENT_KEY_STOP)
{
        SendEvent = STOP_KEY;
        snd_msg(KEY_MSG, SendEvent);
}
```

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FIG.6

			stopping	tray opening	TOC reading	time code displaying	moving to first music	moving to second music	reproducing
		E \ S	1	2	3	4	5	6	7
tray key input		1	T motor: clockwise ON	T motor: counterclockwise ON ⇒ -	×	×	×	×	×
S1:OFF→ ON		2	T motor: OFF ⇒ tray opening	/	×	×	×	×	×
S1:OFF→ ON		3	/	T motor:OFF F motor:ON TOC reading ⇒ TOC reading	/	/	/	/	/
TOC input	OK	4	/	/	F motor:OFF time code display ⇒ time code displaying	/	/	/	/
	NG	5	/	/	F motor:OFF ⇒ stopping	/	/	/	/
search key input		6	/	/	/	F motor:ON search process to first music ⇒ moving to first music	search process to second music ⇒ moving to second music	×	×
play key input		7	/	×	×	×	×	reproducing process ⇒ reproducing	/
stop key input		8	/	/	/	×	×	×	F motor:OFF stopping process ⇒ stopping

emulation

start finish

current state

moving to second music

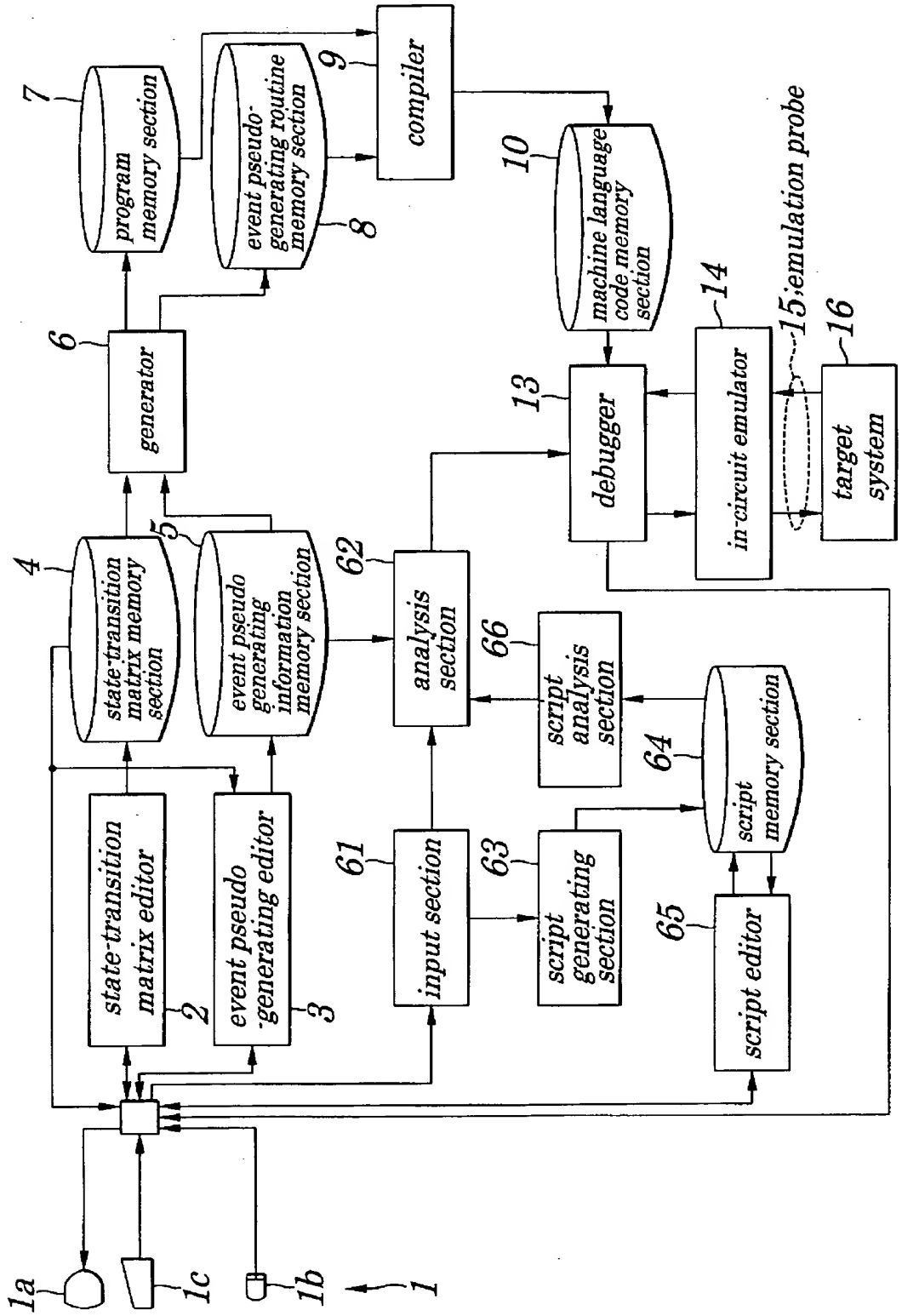
compiler
9
7
program memory section
event pseudo-generating routine memory section
8
10
machine language code memory section
6
generator
14
15;emulation probe
16
13
debugger
in-circuit emulator
target system
4
state-transition matrix memory section
5
event pseudo generating information memory section
62
analysis section
66
script analysis section
64
script memory section
state-transition matrix editor
2
event pseudo generating editor
3
61
input section
63
script generating section
65
script editor
1a
1c
1b
1

FIG.7